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# Adobe Flash CS3 Professional Classroom In A Book



## Synopsis

This project-based guide from Adobe will teach readers all they need to know to create engaging interactive content with Flash CS3. Using step-by-step instructions with projects that build on the knowledge learned in each lesson, readers will learn the key elements of the Flash interface, including panels, timelines, and frames. From there, readers will learn how to work with vector and bitmap graphics; create and edit symbols; modify text and add interactivity with ActionScript 3.0; and incorporate animation, music, and sound to their projects. They'll also learn how to prepare and export their finished projects for Web and broadcast. Of course, readers will also learn how to take advantage of the new features of Flash CS3--the streamlined user interface, native support for Photoshop and Illustrator files, revamped drawing tools, new video encoding features, code editing enhancements, and much more. The companion CD provides users with all the sample files they need to complete all of the projects. Educational instructor notes created to help teachers plan, organize, and time their lessons are available for this book (and for other Classroom in a Book titles) at [www.peachpit.com/instructorresources](http://www.peachpit.com/instructorresources).

## Book Information

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## Customer Reviews

There's nothing more frustrating than investing 2 hours to do one lesson in this book only to realize there are missing steps. So you think you must have done something wrong and try again. But no, it's just a terrible book. Several chapters have missing steps which screws up your entire project. Save your money or buy a different Flash CS3 book. ANY OTHER BOOK. What a waste. If there

were a zero star rating, I'd rate it at zero.

I spent hours struggling with this book because it was an assigned text book at my school. I am pretty sure that they are missing critical steps in this book. There is no way I can repeat their lessons this many times and still not get the expected result. This book will probably work if you need a bit of a brush up, but if you are a complete newbie like me - and can't deal with errors and problems wait for the revised version. As far as I'm concerned the book is very poorly edited and probably hasn't been beta tested on novice users. I've used the Classroom in a Book series for Photoshop & Illustrator and they were great so I was expecting to be a fan of this one as well.

I have several of the "Classroom in a Book" series, and have always been happy with them. However, this one has been quite a disappointment to me. Especially, since I only bought it because it was required for a class that I'm taking. Now, after having his students purchase this "pricey" book, our instructor says that he's sorry and wishes he had picked another one. I am sorry he didn't spend more time on his choice before he required us to buy it! This is the first time that I have ever "reviewed" a book on , even though I visit this site all the time. I just wanted to give out a little word of warning to folks who are thinking of purchasing it, since I have been so disappointed. Good luck with your Flash projects, though!

I'd gotten as far through the book as I could where things had worked, and worked fairly; lessons 1-4. Then with lesson 5, different story. It would seem with what most of what the book instructs the user to do, enough attention to detail was not paid to the #5 working sample: The book takes the user through the steps like he's supposed to be in the driver's seat, hence really learning by doing. But, the animation may not have been 'stripped' of it's finishing steps that it instructs the user to do--they're already done. This was inconsistent with the previous lessons, which had all left enough steps to do from "scratch", as the book guides you through. At one point, I noticed it got a little careless about some of the instruction in that same problematic lesson, and I found that doing one of the steps was literally not possible--and no other details for it were given. It drove me elsewhere to get answers. Extremely frustrating!!

I have finished the first eight lessons out of ten. The project I created in each lesson is exactly like the one they show you before you start, which means that I did them right. The problem then? I didn't learn anything! This is the most useless Classroom in a Book program I've used. There is no

explanation for why you are supposed to do something. And, they have done so much of the work before you start the lesson that you couldn't possibly create something on your own. I bought this book hoping I would learn how to create some simple basic flash animations but I can't. So, now I have to look for another book. I wouldn't recommend this book.

This book may be an adequate (barely) text in a classroom environment, but in either a self-learning, or on-line environment it is next to useless. The exercises are pure "cook book" instructions (do this/do that), with little or no explanation of the underlying rationale. Even after doing all of the exercises in the book, I feel I have no real grasp of how Flash works.

I am a new user of Adobe CS3. I bought this book to help with using Flash. While doing the Lessons, the book leaves out important steps. A 90 minute lesson turns into a full day as you go through the help, search online, trying to figure out the lesson. Actually had to buy another book to supplement this one. Did the Photoshop CS3 and the Dreamweaver CS3 class room in a book. Both are better written, and highly recommend the Photoshop book. Currently working on Illustrator. That book is going good.

My first experiences with the Adobe Classroom in a book series were several years ago with the Photoshop 7 and Illustrator 10 CIB books. They were well done, logically presented, and gave you a pretty good understanding of the basics regarding the two programs. This year I have been unfortunate enough to buy both the Flash CS3 and Dreamweaver CS3 CIBs and they are horrible. Both purchases were a waste of money. You will learn little from the Flash CS3 book. It is full of errors, not only in the text but in the example files on disk. The logic flow of the overall presentation is essentially non-existent. The lessons are not related to one another, so that, for instance, Lesson Six does not integrate or include concepts presented in prior lessons. And, most of the lessons incorporate material from future lessons that haven't been touched on yet, which only leads to confusion. I am not a newbie in either web design or digital animation, with 12 and 26 years experience in those fields respectively. And this book added nothing to my learning experience for Flash. I had this book, the printed manual, a Flash 'bible', and another tutorial book, and the Flash CS3 CIB all open at once while I jumped from index to chapter to obscure references here and there, along with watching numerous tutorial videos. The Flash CS3 CIB was useless. The bottom line is, the Flash CS3 CIB would have been better off left as a tree.

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